

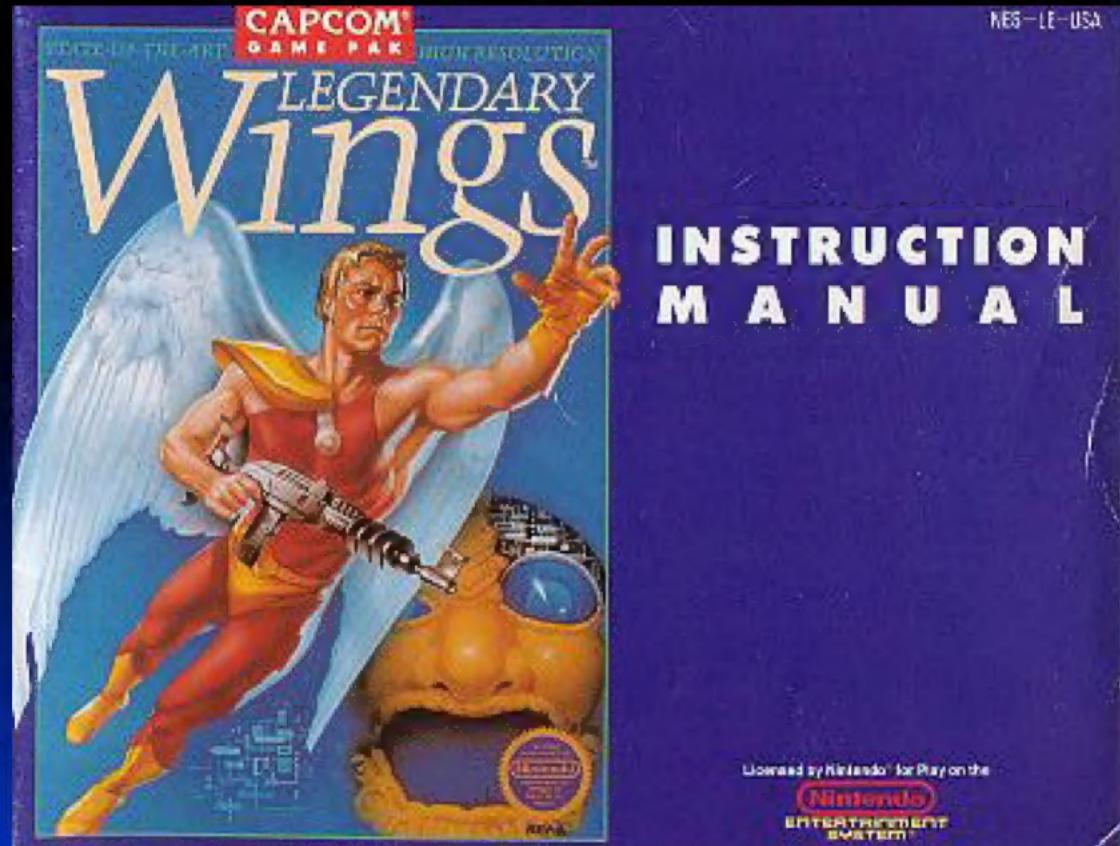
Nintendo

ENTERTAINMENT SYSTEM

CAPCOM USA, INC.
1283-C MOUNTAIN VIEW/ALISO ROAD
SUNNYVALE, CALIFORNIA 94089

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PRINTED IN JAPAN

Nintendo

 ENTERTAINMENT SYSTEM

A Special Message From Captain Commando!

Thank you for selecting fun-filled **Legendary Wings™** . . . one of the exclusive Nintendo Entertainment System video games from the **Captain Commando "Challenge Series"**.

Legendary Wings™, created by CAPCOM®...premier worldwide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is

Licensed by Nintendo®
For Play on the



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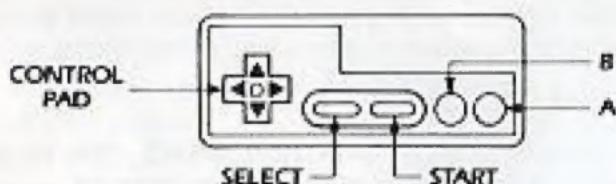
SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

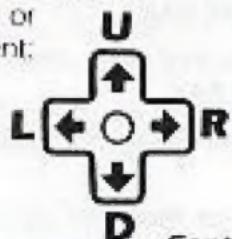
1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.
2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.
3. Never attempt to disassemble your GAME PAK.
4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.
5. For best results, play the game a distance away from your television set.
6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS



Control Pad

Each tip imprinted with letter to show direction of movement:



- ◀ moves Legendary Soldier left.
- ▶ moves Legendary Soldier right.
- ▲ moves Legendary Soldier forward.
- ▼ moves Legendary Soldier backwards.

Controller #1 — Player #1

Controller #2 — Player #2 Simultaneous

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Button "A" can shoot Missiles in vertical stages only

Button "B" can shoot Guns in vertical and horizontal stages

"Start Button" to start game, also to pause game

"Select Button" Selects 1 or 2 player game or continue

LEGENDARY WINGS STORY

"Ares", God of War, gave two young men courage and wings of love to save the world from extinction.

"Ares" entrusted them with the survival and the future of the human race. Time is of essence. Take wings, Legendary Wings.

HINTS ON GAME PLAY

POWER UP

1. **NORMAL SHOTS:** Shots you get at start of game
2. **TWIN LASER:** If you pick up a power up item, you'll get a twin laser. It's very effective against multiple enemies. Does twice the damage of normal shots.
3. **PENETRATION:** If you pick up 2 items consecutively you'll get a penetration. It is very powerful and can penetrate enemy vehicles. Damage is 3 times of normal shots.

HINTS ON GAME PLAY

- 4. FLAME SHOTS:** If you pick up 3 items consecutively, you'll pick up a Flame Shot. This will shoot in 3 directions very effective against scattered enemies. Damage is 2 times of normal shots.
- 5. FIREBIRD:** If you pick up 4 items consecutively at last power up, you'll obtain a Firebird which can withstand 2 direct hits from the enemy. Damage is 4 times of normal shots.

HINTS ON GAME PLAY

DAMAGE: If you get hit at normal stage, you will lose one player. If you get hit during a power up, power level will drop, however if you are a Firebird, power will drop one level after 3 hits.

STAGES OF LEGENDARY WINGS

There are 5 stages in Legendary Wings. They consist of Vertical and Horizontal main stages. Within Vertical stages there are 2 kinds of substages.

- 1. Minus Stage:** Large face with whirlpool. If you enter whirlpool of large face, you will enter the Minus stage. (Dangerous Horizontal Scroll.)
- 2. Bonus Stage:** If you destroy certain structures on ground of vertical stages, whirlpool will appear. Contact with it will enable you to enter Bonus Horizontal stage

BONUS CHARACTERS

POWER UP.



Item A



Item B

Item A appears in Vertical stage — destroy it, then Item B appears. When you obtain it, your power will be one level up.

You can also find Item B's at some Horizontal stages

CONTINUATION



You may continue the game as many times as you obtain Hearts.
(Maximum of 9 times)

BONUS POINTS



5000 points.



1000 points.



500 points.

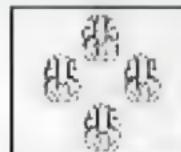
ENEMY CHARACTERS



Dragon



Gear



Crack



Stone



Ninja



Boomeran
Cicada



Sheller



Four Wing



Ray



Devil Squid



Snail



Fright Eye

ENEMY CHARACTERS



Shogun



Jewel



Claws



Lady Bug



Cannon
Tortoise



Thorn Shot



Bomber



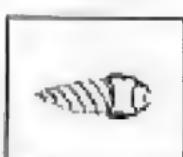
Double
Wing



Horse Shoe
Crab



Reflector



Mole



Jelly Sprout

ENEMY CHARACTERS



Pluck



Crooke



Fly Bee



Earwig



Hide Eye



Death Beam



Super Suzy



Sea Horse

HINTS/SCORING/MEMO

Instruction Manual by Paul Dickestein

*Game counselor available 8 a.m. to 5 p.m. PST at (408) 745-7087

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Look For These
Popular Arcade-Proven
Capcom Game Paks



Licensed for play on the

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SYSTEM™

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 091-000-00345-4

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ENTERTAINMENT SYSTEM

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A. Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak™ (PK) is shall be free from defects in material and workmanship for a period of 90 days from date of purchase. It is understood, however, that the warranty begins during the 90-day warranty period. Capcom will repair or replace the PK at its option, free of charge.

To receive this warranty service:

1. CONTACT us in any year-round Game Pak in the register.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling Outside California/State: (800) 343-4352, Inside California/State: (408) 454-4800. The Consumer Service Department is open from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service representative is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the exterior packaging of your defective PK, and return your PK, freight prepaid. If you have damage, together with your sales slip or warranty information, within the 90-day warranty period.

CAPCOM U.S.A. Inc.
Consumer Service Department
1282 C Mountain View/Mtn Road
Sunnyvale, CA 94089

This warranty shall not apply if the Pak has been damaged by negligence, accident, unscrupulous use, malfeasance, tampering, or by other causes, or caused by defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PK develops a problem within the 90-day warranty period, you may contact the Capcom Consumer Service Department at the place of initial purchase. If the Capcom representative determines suitable that within the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the exterior packaging of the defective PK and return the defective PK freight prepaid to Capcom, and using a check or money order for \$10.00 payable to CAPCOM U.S.A. Inc. Capcom will, at its option, subject to the conditions above, repair the PK or replace it with a new or repaired PK. The repair or PKs are not available, the defective PK will be returned and the \$10.00 payment refunded.

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or the exclusion of consequential damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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ENTERTAINMENT SYSTEM

**PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER**

CAPCOM™

1283-C Old Mountain View/Alviso Road
Sunnyvale, CA 94089

408-745-7081